



CUSTOMER NUMBER 27792

INFORMATION DISCLOSURE STATEMENT LISTING SHEET

**Information Cited By Applicant(s) That May Be Material To
The Prosecution Of The Subject Application**

Applicant: Franck Le Ouay Attorney Docket No. MICR0458
Serial No.: 10/718,427 Group Art Unit: 2613
Filed: November 20, 2003 Examiner:
Title: DYNAMIC 2D IMPOSTERS OF 3D GRAPHICAL OBJECTS

U.S. PATENT DOCUMENTS

NONE CITED

FOREIGN PATENT DOCUMENTS

NONE CITED

OTHER INFORMATION

*Examiner Initial	Document No.	Document Information
<u>W</u>	O1	Aubel, A., R. Boulic, D. Thalmann. 1998. "Animated Impostors for Real-time Display of Numerous Virtual Humans." <i>Proc. Virtual Worlds</i> (July): 1-10.
<u>W</u>	O2	_____. 1999. "Lowering the Cost of Virtual Human Rendering With Structured Animated Impostors." <i>Proc. WSCG</i> (February): 8pp.
<u>W</u>	O3	_____. 2000. "Real-time Display of Virtual Humans: Levels of Detail and Impostors." <i>IEEE Transactions on Circuits and Systems for Video Technology</i> . pp 1-25.
<u>W</u>	O4	Chang, Chun-Fa, Gary Bishop, Anselmo Lastra. 1999. "LDI Tree: A Hierarchical Representation for Image-Based Rendering." In the Proceedings of <i>SIGGRAPH</i> : 291-298. \
<u>W</u>	O5	Hoff III, Kenneth E. et al. "Environment-Mapped Cell Texture Representations to Alleviate "Popping" and Facilitate Paging." nd. Available at http://www.cs.unc.edu/~hoff/research/walkthru/popping_pres/slide0.html .
<u>W</u>	O6	Maciel, Paulo W.C. and Peter Shirley. 1995. "Visual Navigation of Large Environments Using Textured Clusters." Symposium on Interactive 3D Graphics (April): 95-102, 211.

OTHER INFORMATION

<u>*Examiner Initial</u>	<u>Document No.</u>	<u>Document Information</u>
<u>W</u>	O7	Oliveira, Manual M. and Gary Bishop. 1999. "Image-Based Objects." In the proceedings of ACM Symposium on Interactive 3D Graphics. (April): 9pp.
<u>W</u>	O8	Rotenberg, Steve. 2003. CSE 191A: Seminar on Video Game Programming. "Lecture 2: Scene Management." 26pp of slide reproductions.
<u>W</u>	O9	Schaufler, Gernot. 1995. "Dynamically Generated Impostors." <i>MVD Workshop</i> (November): 129-136.
<u>W</u>	O10	Schaufler, Gernot and Wolfgang Sturzlinger. 1996. "A Three Dimensional Image Cache for Virtual Reality." In the proceedings of EUROGRAPHICS. (August): 11pp.
<u>W</u>	O11	Shade, Jonathan et al. 1996. "Hierarchical Image Caching for Accelerated Walkthroughs of Complex Environments." In the proceedings of SIGGRAPH: 8pp.
<u>W</u>	O12	Sillion, Francois, Georges Drettakis, Benoit Bodelet. 1997. "Efficient Imposter Manipulation for Real-Time Visualization of Urban Scenery." In the proceedings of EUROGRAPHICS. (September): 16:3, 12pp.
<u>W</u>	O13	Tecchia, Franco, Celine Loscos, Yiorgos Chrysanthou. 2002. "Image-Based Crowd Rendering." <i>Computer Graphics</i> . 7pp.

Cliff M. Vo
Examiner's Signature

11/10/05
Date

*Examiner: Initial if reference considered, whether or not citation is in conformance with M.P.E.P. § 609; draw line through citation if not in conformance and not considered. Include copy of this form with next communication to applicant.

TRM/RMA:ssa
2/24/04